In the Claims:

Claims 17, 21 and 23-30 are present. Claims 21 and 23 are amended herein. New claim 31 is added. Claim 17 is canceled.

1-16. (canceled)

17. (canceled)

18-20. (canceled)

21. (currently amended) A method of playing a space game of chance using a random number generator comprising the following steps:

a. making active sensors and technical facilities of ~~the~~ a device for playing a space game of chance ~~being a random number generator~~ by employing the Random Number Generator of claim **[[**17**]]** 31;

b. providing gamblers with options to make bets on forecasts of random numbers in form of time span and exact identification markers of game fields to incur collisions with the game elements;

c. providing gamblers with random numbers generated on the basis of exact collisions; and

d. determining winners and paying off the prizes in accordance with the bets made.

22. (canceled)

23. (currently amended) The device for playing a space game of chance according to claim **[[**17**]]** 31, further comprising a display for displaying at least a portion of said outputted results.

24. (previously presented) The device according to claim 23, wherein said display comprises a computer monitor.

25. (previously presented) The device according to claim 23, wherein said display comprises a television receiver.

26. (previously presented) The device according to claim 23, wherein said display comprises a radio receiver.

27. (previously presented) The method according to claim 21, further comprising the step of displaying at least a portion of said outputted results.

28. (previously presented) The method according to claim 27, wherein said display comprises a computer monitor.

29. (previously presented) The method according to claim 27, wherein said display comprises a television receiver.

30. (previously presented) The method according to claim 27, wherein said display comprises a radio receiver.

31. (new) A device being a Generator of Random Numbers designed for playing space game of chance, using stochastic

characteristics of micrometeorite flows in the near Earth space for generation of random numbers, and consisting of following elements:

a registering element of random number generator (RNG), placed onboard a spacecraft, orbiting Earth on orbit of stochastic flow of micrometeorites, consisting of a set of physically separated plane gaming fields provided with numeral identification markers and sensors of collisions with micrometeorites, as well of an onboard clock, registering time of sensor operation affected by collision;

a generating element of RNG, placed onboard the spacecraft and being an electronic unit which analyses signals from sensors of collisions simultaneously with indications of onboard clock and generates random numbers consisting of two parts: “timing” part corresponding to time of collision expressed in hours, minutes, seconds and parts of seconds and “identification” part corresponding to numeral value of identification marker attached to the gaming field affected by collision;

an enciphering element of RNG, placed onboard the spacecraft and being an electronic unit transforming the obtained random numbers into enciphered signals for transmission from space to Earth;

a transmitting element of RNG (telemetry channel), placed onboard the spacecraft and being a conventional transmitter for transmission of enciphered signals from space to Earth;

a receiving element of RNG, placed on Earth and being a receiver of satellite signals equipped with electronic units for deciphering of signals received from space and for further transmission of obtained random numbers to the place of playing space game of chance;

a presenting element of RNG, placed in the place of playing space game of chance and being an electronic unit for presentation the obtained random numbers directly to players.